

# SPiRiT 710

CORDED TELEPHONE WITH CALLER  
DISPLAY AND ANSWERING MACHINE

## USER GUIDE

### Unpacking your SPiRiT 710

In the box are:

- Base Unit
- Handset
- Coiled Handset cord
- Mains power adaptor  
for Base Unit
- Telephone line cord for  
Base Unit
- Mount Bracket
- User manual



Keep the packaging materials  
in a safe place in case you later  
need to transport the unit.

**Keep your sales (till) receipt,  
which is your guarantee.**

***Binatone***

### If you need help ...

The **Binatone Help Line** is available  
from 9.00 am to 5.00 pm, Monday  
to Friday, on

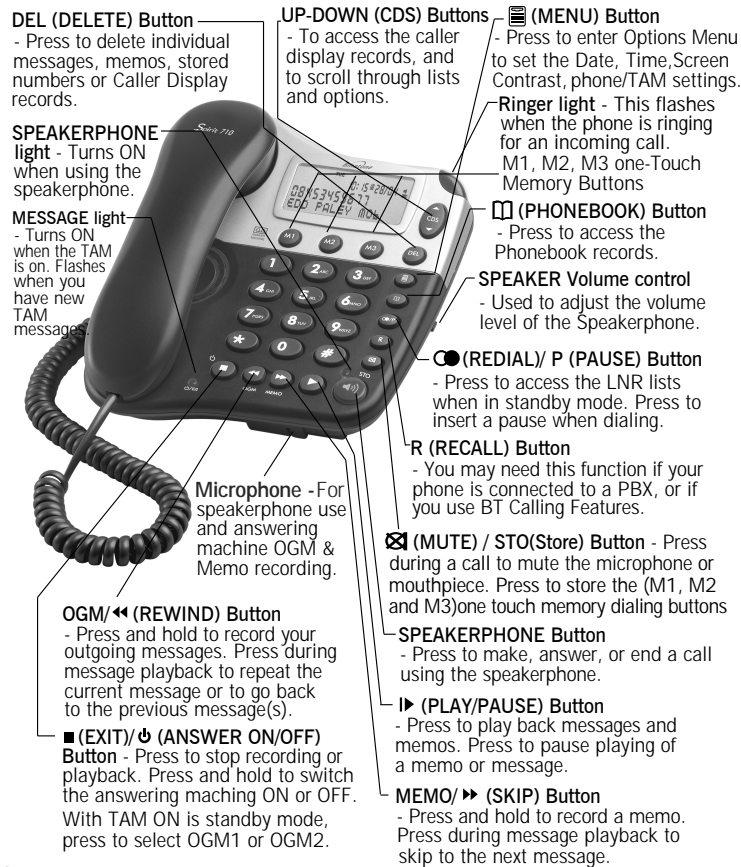
**0845 345 9677**

Calls are charged at Local Call rate.

### Important note — emergency calls

If you ever need to make an emergency call during a mains  
power failure, you'll need to lift the Handset - the speakerphone  
will not work without mains power.

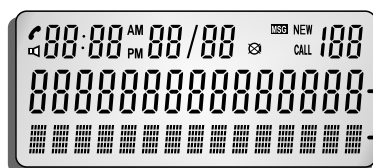
## I. Where to find it



### Important:

- When the instruction simply say 'press' a button, this means you should press it briefly then release it.
- When the instruction say 'press and hold' a button, this means you should keep it pressed until the display changes or you hear a tone.









## Display messages and symbols



**Number field:** It shows the telephone number and the number of messages.

**Letter field:** It shows the name, and the status of a call/message.

### The LCD screen icons:

	Phone	You are connected to the telephone line - your Handset is 'offhook'.
	Time	Displays the time.
	Date/Month	Displays the day and month setting.
	Caller Display Record	Shows the total number of Caller Display records when the caller display is being received or when the call lists is being viewed.
	NEW	<b>The NEW icon only appears when viewing New Caller Display records.</b>
	Message	Appears only when viewing a Caller display entry with a recorded answering machine message.
	Mute	Appears when you press the MUTE button to mute the mouthpiece or microphone.
	Speakerphone	Appears when the speakerphone function is turned ON.

### **Binatone Help Line - 0845 345 9677**

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## 2. Installation

### 1. Locating the Base unit

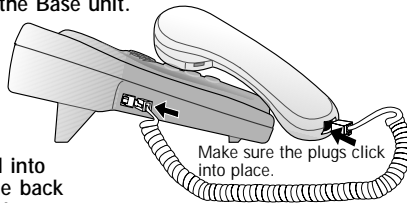
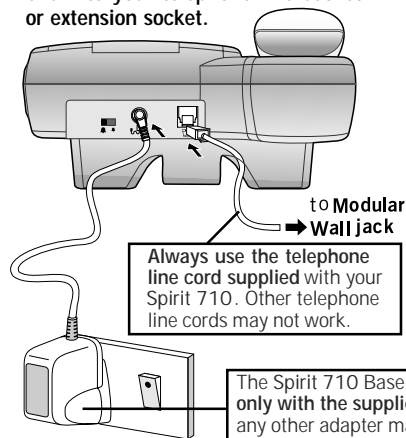
- The Base unit should be placed on a level surface, in a position where:
- the mains adapter plug will reach an easily accessible 230-V AC switch mains supply socket - **never try to lengthen the mains power cable.**
  - the **telephone line cable** will reach your telephone line socket or extension socket.
  - it is **not close to a sink, bath or shower**, or anywhere else where it might get wet.
  - it is **not close to other electrical equipment** - fridges, washing machines, microwave ovens, TVs, fluorescent lights, etc.

### 2. Plug the coiled handset cord into the Handset. Plug the other end into the jack on the left side of the Base unit.

**Note: The base unit doesn't require a battery.**

### 3. Place the Handset on the Base unit.

### 4. Plug the telephone line cord into the PHONE LINE jack at the back of the Base unit. Plug the other end into your telephone line socket or extension socket.



### 5. Plug the power supply cord into the POWER jack at the back of the Base unit. Plug the other end to a 230V AC, 50Hz mains socket, with the switch on the socket set to OFF

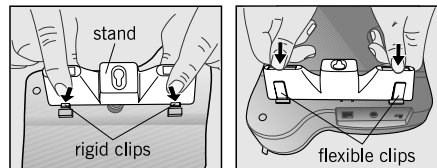
### 6. Switch ON the mains power at the socket. Wait while the display shows INITIALISATION, then the announcement "Answering machine on. Announcement one" before the display changes to the standby screen.

### 7. Lift the Handset and check for Dial tone in the earpiece.

### 3. Desk/Wall mount installation

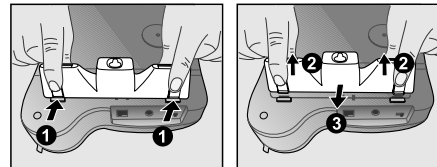
#### Desk Mount

To place the Spirit 710 on a desk, connect the stand to the bottom of the phone in the slots near the rear of the base as shown below.



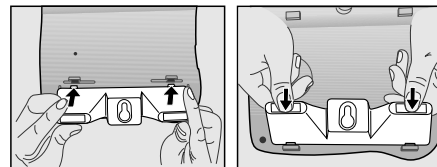
Insert the rigid clips of the stand into the slots on the bottom of the phone (nearer the centre of the base). Press down firmly until the flexible clips clicks into place.

**To remove the stand,** (1) pinch the flexible clips, (2) pull back the stand, and then (3) slide up and forward (3) as shown below.



#### Wall Mount

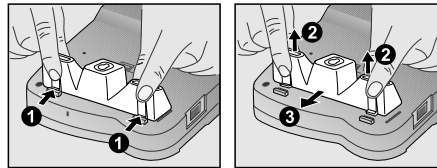
To place the Spirit 710 on a wall, connect the stand to the bottom of the phone in the slots near the front of the base as shown below.



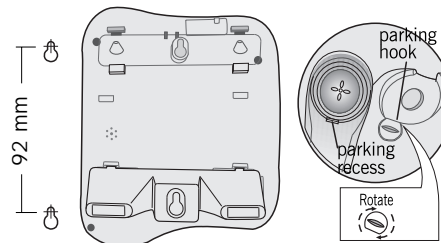
### ***Desk/Wall mounting continue...***

Insert the rigid clips of the stand into the slots on the bottom of the phone (nearer the centre of the base). Press down firmly until the flexible clips clicks into place.

**To remove the stand,** (1) pinch the flexible clips, (2) pull back the stand, and then (3) slide up and forward as shown below.



Mark two points on the wall that are 92 mm apart to lay the fixing centers as shown below.



**BE CAREFUL** to check that there are no electrical wires hidden in the wall. Fix two screws (supplied with the unit) at the marked locations, leaving approximately 7mm between the wall and the screw head. Hang the telephone on the screws using the wall mount slots. *You may need to remove the telephone from the wall and tighten the screws so that the Telephone is securely fixed and does not wobble.* Place the Handset on the cradle with the **parking hook** on the cradle arranged to fit in the **parking recess** under the earpiece on the Handset.










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## 4. Setting up the Spirit 710

The following section details how to set up your telephone. Press the **MENU** button to enter the **Options** menu and then use the **UP** or **DOWN** buttons to cycle through the following options:












- SET LANGUAGE
- SET TIME/DATE
- SET FLASH TIME
- LCD CONTRAST
- MESSAGE LENGTH
- RINGS TO ANSWER
- REMOTE ACCESS
- TAM HD: ON/OFF ⇒ Set to ON is up to 8 minutes, set to OFF is up to 20 minutes.
- EXIT OPTION

! Note: The system will time out if you leave more than 10 seconds between key presses.





<b>SET LANGUAGE</b>	1		With the phone in standby mode; Press <b>MENU</b> button. ⇒ The display shows <b>OPTIONS MENU ▲▼</b> .
	2		Press <b>UP</b> button to go to the language setting. ⇒ The display shows <b>SET LANGUAGE</b> .
	3		Press <b>MENU</b> button to confirm.
	4		Press <b>UP</b> or <b>DOWN</b> button to select <b>ENGLISH</b> (default), <b>FRANCAIS</b> , or <b>DEUTSCH</b> .
	5		Press <b>MENU</b> button to confirm.
	6		Continue with programming, or press <b>EXIT</b> button to return to standby mode.
Note: if you subscribe to the caller display service (see section 9) the time and date will be set automatically, but the year may still need to be adjusted to ensure the answering machine time stamp gives the correct day.			
<b>SET TIME/DATE</b>	1		Press <b>MENU</b> button. ⇒ The display shows <b>OPTIONS MENU ▲▼</b> .
	2		Press <b>UP</b> or <b>DOWN</b> button until the display shows <b>SET TIME/DATE</b> .
	3		Press <b>MENU</b> button to confirm. ⇒ The 'year' will be blinking.

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### Setting up continue...



- |    |   |   |
|----|---|---|
| 4  |    | Press UP or DOWN button to set the year.  |
| 5  |    | Press MENU button to confirm.<br>⇒ The 'month' will be blinking.                                |
| 6  |    | Press UP or DOWN button to set the month.   |
| 7  |    | Press MENU button to confirm.<br>⇒ The 'date' will be blinking.                                 |
| 8  |    | Press UP or DOWN button to set the date.  |
| 9  |    | Press MENU button to confirm.<br>⇒ The 'hour' will be blinking.                                 |
| 10 |    | Press UP or DOWN button to set the hour.<br>⇒ When setting the hour it is in 24 hour mode only. |
| 11 |   | Press MENU button to confirm.<br>⇒ The 'minutes' will be blinking.                              |
| 12 |  | Press UP or DOWN button to set the minute.  |
| 13 |  | Press MENU button to confirm the TIME and DATE setting.   |
| 14 |  | Continue with programming, or press EXIT button to return to standby mode.                      |

### SET FLASH TIME







- You may need the Recall function if your phone is connected to a PBX, or if you use BT Calling Features. Flash is another name for the R (Recall) button, and the normal UK requirement is for 100ms, but some PBX may need a longer time, in which case you can change the setting from the Options Menu.
- |   |   |  |
|---|---|--|
| 1 |  | Press MENU button.<br>⇒ The display shows <b>OPTIONS MENU ▲▼</b> .         |
| 2 |  | Press UP or DOWN button until the display shows <b>SET FLASH TIME</b> .    |
| 3 |  | Press MENU button to confirm.  |
| 4 |  | Press UP or DOWN button to select 100MS (default), 300MS, 600MS or 1000MS. |









## Setting up continue...

- 5  Press MENU button to confirm.
- 6  Continue with programming, or press EXIT button to return to standby mode.


### LCD CONTRAST

- 1  Press MENU button.  
⇒ The display shows **OPTIONS MENU ▲▼**.
- 2  Press UP or DOWN button until the display shows **LCD CONTRAST**.
- 3  Press MENU button to confirm.
- 4  Press UP or DOWN button to select your comfortable display viewing level (1~5). The default setting is 3.
- 5  Press MENU button to confirm.
- 6  Continue with programming, or press EXIT button to return to standby mode.






### MESSAGE LENGTH

- To set the maximum recording time for each incoming message or memo message on the Answering Machine.
- 1  Press MENU button.  
⇒ The display shows **OPTIONS MENU ▲▼**.
- 2  Press UP or DOWN button until the display shows **MESSAGE LENGTH**.
- 3  Press MENU button to confirm.
- 4  Press UP or DOWN button to select 1 or 2 minutes. The default setting is 2 minutes.
- 5  Press MENU button to confirm the MESSAGE LENGTH setting.
- 6  Continue with programming, or press EXIT button to return to standby mode.








### RINGS TO ANSWER

- To set the number of rings before the machine answers a call;
- 1  Press MENU button.  
⇒ The display shows **OPTIONS MENU ▲▼**.

## Setting up continue...









- 2  Press UP or DOWN button until the display shows **RINGS TO ANSWER**.
- 3  Press MENU button to confirm.
- 4  Press UP or DOWN button to select TOLL SAVER, 2, 3, 4, 5, 6, 7, 8, or 9 rings. The default setting is 5.  
⇒ Use 'TOLL SAVER' when checking your Spirit 710 for messages from a remote location using long distance service or from a pay phone. The Answering machine responds after the 2nd ring only if you have a new message waiting. If there are no new messages, the phone will answer after the 4th ring. You can then hang up after the 3rd ring to avoid paying for the call.
- 5  Press MENU button to confirm.
- 6  Continue with programming, or press EXIT button to return to standby mode.

## REMOTE ACCESS






- The REMOTE ACCESS is a three-digit code you need if you call away from home to check your messages. The default is 321. You can change it to any three digits you want.
- 1  Press MENU button.  
⇒ The display shows **OPTIONS MENU ▲▼**.
  - 2  Press UP or DOWN button until the display shows **REMOTE ACCESS**.
  - 3  Press MENU button to confirm.  
⇒ The first digit of the code will be blinking.
  - 4  Press UP or DOWN button to set the first digit of the REMOTE ACCESS code.
  - 5  Press MENU button to confirm.  
⇒ The second digit of the code will be blinking.
  - 6  Press UP or DOWN button to set the second digit of the REMOTE ACCESS code.
  - 7  Press MENU button to confirm.  
⇒ The third digit of the code will be blinking.

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### Setting up continue...







	8		Press UP or DOWN button to set the third digit of the REMOTE ACCESS code.
	9		Press MENU button to confirm the REMOTE ACCESS setting.
	10		Press EXIT button to return to standby mode.
TAM HD: ON/OFF setting	1		Press Menu button. ⇒ The display shows <b>OPTIONS MENU ▲▼</b> .
	2		Press UP or DOWN button until display shows <b>TAMHD: ON</b> .
	3		Press Menu button to confirm. ⇒ The <b>ON</b> will be blinking.
	4		Press UP or DOWN button to select ON or OFF.
	5		Press Menu button to confirm the TAM HD setting. Note: If it is set to ON it will record up to 8 minutes of messages.. If it is set to OFF it will record up to 20 minutes of messages, but the quality of the recorded speech will not be as high.

## 5. Telephone Operation



Ringer volume		The <b>Ringer High-Low switch</b> located at the back of the Base unit allows you to adjust the volume of the ringer. - High volume - Low volume
To make a call	1	 Lift the handset or press the <b>SPEAKERPHONE</b> button on the Base unit. ⇒ Check for dial tone.
	2	 Dial the telephone number. ⇒ The display shows the duration of the call in minutes and seconds.
	3	 Using the Pre-dial mode Dial the telephone number. If you make a mistake you can correct it by using the <b>DEL</b> button to delete digits and then adding the right ones.
	4	 Lift the Handset or press the <b>SPEAKERPHONE</b> button on the Base unit to dial out the number.

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## Telephone operation continue...



To answer a call		When the phone rings; Lift the handset or press the <b>SPEAKERPHONE</b> button on the Base unit. ⇒ The display shows the duration of the call in minutes and seconds.
To adjust the speakerphone volume		During a call; Adjust the volume of the speakerphone to your comfortable volume level using the <b>SPEAKERPHONE</b> volume switch located at the right side of the Base unit.
To end a call		Replace the Handset on the Base unit cradle or press the <b>SPEAKERPHONE</b> button on the Base unit. ⇒ The <b>SPEAKERPHONE</b> light indicator will turn OFF.
To switch between the Handset and the Speakerphone		During a phone conversation through the Handset, press the <b>SPEAKERPHONE</b> button to speak hands-free. The Speakerphone light will turn on, but conversation remains through the Handset until the Handset is replaced on the Base unit cradle. While in speakerphone mode, lift the Handset to enable a private conversation.
To mute the mouthpiece or microphone	1  STO 2  STO	During a call, you can mute the microphone or the mouthpiece so that the person on the other end cannot hear you. Press <b>MUTE</b> button once. ⇒ While the microphone is muted, <b>MUTE</b> will be shown on the lower right corner of the display. Press <b>MUTE</b> button again to get back to the call.

## 6. One Touch Memory












Store (M1, M2, M3) Memory	1  STO 2 	In standby mode, press the <b>MUTE/STO</b> button Key in the telephone number you wish to store, up to a maximum of 24 digits. Press the <b>M1, M2, or M3</b> button to store the number in the selected memory
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## One Touch Memory Operation Continue...





Dial out Stored memory Number	1		Press the M1,M2,M3 button ⇒ The programmed memory number will be displayed.
	2		Lift the handset or Press the SPEAKERPHONE button. ⇒ The phone automatically redials the number using handset or speakerphone mode selected.

## 7. Outgoing call record

Last Number redial	1		Lift the handset or press the SPEAKERPHONE button.
	2		Press the REDIAL/PAUSE button. ⇒ The phone automatically redials the last number you called.
Viewing the Outgoing call records	1		The telephone remembers the last 50 outgoing calls. In standby mode, press the REDIAL/PAUSE button. ⇒ The most recent outgoing call record will be displayed with both the number and the call duration shown.
	2		Press the UP or DOWN button to view the other records.
Making a call from the Outgoing call record	1		In standby mode, press the REDIAL/PAUSE button.
	2		Press the UP or DOWN button to find the record you wish to call. When the number is displayed.
	3		Lift the handset or Press the SPEAKERPHONE button. ⇒ The phone automatically redials the number using handset or speakerphone mode selected.
Deleting an Outgoing call record	1		In standby mode, press the REDIAL/PAUSE button.
	2		Press the UP or DOWN button to find the record you wish to delete.
	3		When the record is displayed, press the DELETE button. ⇒ The display prompts <b>DELETE ALL?</b> .
	4		Press the DELETE button again to confirm. ⇒ The display shows next record.




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### Outgoing call record continue...



Storing an Outgoing call record into the Phonebook memory	1		When viewing the Outgoing call records, press the UP or DOWN button to find the record you wish to store.
	2		When the record is displayed, press the <b>PHONEBOOK</b> button. ⇒ The display shows the cursor blinking on the first digit of the number. ⇒ To modify the number, press the <b>UP</b> or <b>DOWN</b> button to move the cursor to the number you want to change then input the new one or press the <b>DELETE</b> button to delete.
	3		Press the <b>PHONEBOOK</b> button to confirm.
	4		Input the name. <i>See page 15 for entering letters.</i> ⇒ To modify an existing name, press the <b>UP</b> or <b>DOWN</b> button to move the cursor to the character you want to change then input the new one or press the <b>DELETE</b> button to delete.
	5		Press the <b>PHONEBOOK</b> button again to save the record into the Phonebook memory.

## 8. Phonebook







The Phonebook can store up to 120 names (max. of 15 characters) and telephone numbers (max. of 24 digits) in the Memory.

To view the Phonebook records	1		Make sure the Handset is idle (not connected to a call).
	2		Press the <b>PHONEBOOK</b> button. ⇒ The display shows <b>SEARCH ADD</b> , with the 'SEARCH' option blinking.
	3		Press the <b>PHONEBOOK</b> button again. ⇒ If the Phonebook memory is empty, the phone will automatically return to the standby display. Otherwise, the first alphanumeric Phonebook entry will be shown.
	4		Press the <b>NUMERIC</b> key ( <b>2/ABC</b> ~ <b>9/WXYZ</b> ) button that corresponds to the first letter of a name

### Phonebook continue...

- 1  and the search will jump to the first entry in the Phonebook beginning with that letter.  
Press the UP or DOWN button to scroll through the other records.
- 2  Press the EXIT button repeatedly to return to standby mode or wait until the program times out.



To add a new record into the Phonebook




- 1  Press the PHONEBOOK button.  
⇒ The display shows **SEARCH ADD**, with the 'SEARCH' option blinking.
- 2  Press the UP or DOWN button to select 'ADD.'
- 3  Press the PHONEBOOK button to confirm.  
⇒ The display shows the cursor blinking on the number field.
- 4  Input the telephone number, maximum of 24 digits.
- 5  Press the PHONEBOOK button to confirm.  
⇒ The display shows the cursor blinking on the name field.
- 6  Input the name, maximum of 15 characters using keypad buttons 2/ABC to 9/WXYZ.  
⇒ Refer to the table below to get the following characters.








Telephone Keypad characters

Keypad Buttons	1st Press	2nd Press	3rd Press	4th Press	5th Press	6th Press	7th Press	8th Press	9th Press	
1	1	/	.	,	-	_	(	)	:	
2/ABC	A	B	C	2						
3/DEF	D	E	F	3						
4/GHI	G	H	I	4						
5/JKL	J	K	L	5						
6/MNO	M	N	O	6						
7/PQRS	P	Q	R	S	7					
8/TUV	T	U	V	8						
9/WXYZ	W	X	Y	Z	9					
0	0	Space								

### **Phonebook continue...**






- |   |   |   |
|---|---|---|
| 7 |  | Press the PHONEBOOK button to confirm.  |
| 8 |  | Press the EXIT button repeatedly to return to standby mode or wait until the program times out. |

- |                                   |   |   |  |
|-----------------------------------|---|---|--|
| To make a call from the Phonebook | 1 |  | When viewing the Phonebook records, press the UP or DOWN button to find the record you wish to call.   |
|                                   | 2 |  | Lift the handset or press the SPEAKERPHONE button. The phone automatically dials the displayed record using the handset or speakerphone mode selected. |
|                                   | 3 |  |  |

- |                                     |   |   |  |
|-------------------------------------|---|---|--|
| To edit a stored number and/or name | 1 |    | When viewing the Phonebook records, press the UP or DOWN button to find the record you wish to edit.   |
|                                     | 2 |  | When the record is displayed, press the PHONEBOOK button.<br>⇒ The display shows the cursor blinking on the first digit of the telephone number. |
|                                     | 3 |  | Press the UP or DOWN button to move the cursor to the digit you wish to change then input the new one or press DELETE button to delete.          |
|                                     | 4 |  | Press the PHONEBOOK button to confirm.<br>⇒ The display shows the cursor blinking on the first character of the name.                            |
|                                     | 5 |  | Press the UP or DOWN button to move the cursor to the character you wish to change then input the new one or press DELETE button to delete.      |
|                                     | 6 |  | Press the PHONEBOOK button to save the edited record.  |
|                                     | 7 |  | Press the EXIT button repeatedly to return to standby mode or wait until the program times out.  |



### **Phonebook continue...**

- |                                |   |   |  |
|--------------------------------|---|---|--|
| To delete a record from memory | 1 |  | When viewing the Phonebook records, press the UP or DOWN button to find the record you wish to delete. |
|                                | 2 |  | When the record is displayed, press the DELETE button.<br>⇒ The display prompts <b>DELETE?</b>         |
|                                | 3 |  | Press the DELETE button again to confirm.<br>⇒ The display shows next Phonebook record.                |
|                                | 4 |  | OR press the EXIT button to cancel and return to the previous menu.                                    |
|                                | 5 |  | Press the EXIT button repeatedly to return to the standby mode or wait until the program times out.    |

## **9. Caller Display operation**

**VERY IMPORTANT:** The Caller Display feature of this product requires a subscription to Caller Display service from your telephone company.

If you subscribe to this feature from your local telephone company, you can see the phone number of the person calling you before you answer. The caller display information includes:

- The caller's number (max. 24 digits).
- The date and time of the call.
- The caller's name (max. of 15 characters) if the network sends it. (not normally available in UK)

#### **Note:**

**1.** The Caller Display information will also include a name from the phonebook if the incoming number fully matches an entry in the Phonebook.

### **Caller Display operation continue...**

**WITHHELD** will be displayed if the call is from someone who has withheld their number, for example by dialling 141.

**UNAVAILABLE** will be displayed if the number of the caller is unavailable, for example from an international call.

*Withheld and Unavailable calls are saved in the calls list and show as missed calls.*






#### **Caller Display list**

This phone automatically stores the last 99 calls received.

**It stores the data even if a power failure occurs**

When the caller display list is full, the new caller display entry will replace the oldest record. NEW / CALLS will alternate on the display to show that you have a new Caller Display call stored in memory.

The display flashing will only stop after viewing ALL new caller display records.

Viewing the Caller Display list	1		With the phone on standby mode, press the UP or DOWN button. ⇒ The display shows the most recent record. If there are no Caller Display records, the display will show <b>NO CALLS</b> . ⇒ The 'MSG' icon will show to indicate that the caller has recorded a message.
	2		Press the UP or DOWN button again to scroll to the next Caller Display record. ⇒ The display shows <b>END OF LIST</b> upon reaching the end of the first and last record.
	3		Press the EXIT button to return to standby mode or wait until the program times out.
To return a call from the Caller's list			When the Caller Display record is displayed: <b>Lift the handset or press the SPEAKERPHONE button. The phone automatically dials the displayed record, using the handset or speakerphone mode selected.</b>
			

### Caller Display operation continue...

Storing an Incoming call record into the Phonebook memory	1		When viewing the Caller Display records, press UP or DOWN button to find the record you wish to store.
	2		When the record is displayed, press the PHONEBOOK button. ⇒ The display shows the cursor blinking on the first digit of the number. ⇒ To modify the number, press the UP or DOWN button to move the cursor to the number you want to change then input the new one or press the DELETE button to delete.
	3		Press the PHONEBOOK button to confirm. <b>Input the name. See page 15 for entering letters.</b> ⇒ To modify an existing name, press the UP or DOWN button to move the cursor to the character you want to change then input the new one or press the DELETE button to delete.
	4		Press the PHONEBOOK button again to save the Caller Display record into the Phonebook memory.
To delete a Caller Display record	1		When the Caller Display record is displayed; Press the DELETE button. ⇒ The display prompts <b>DELETE CALL?</b>
	2		Press the DELETE button again to confirm.
	3		Press the EXIT button to return to the standby mode.
To delete all Caller Display records	1		When the Caller Display record is displayed. Press and hold the DELETE button. ⇒ The display prompts <b>DEL ALL CALLS?</b>
	2		Press the DELETE button to confirm. ⇒ The display automatically returns to standby mode.
	3		OR press the EXIT button to cancel and return to the previous menu.

## 10. Answering Machine system

### Outgoing Messages (OGM)

An OGM is the announcement callers will hear when the machine answers a call. The Spirit 710 has two pre-recorded announcements available if you choose not to record your own OGMs.

■ **OGM1** - this invites callers to leave a message after the tone. The default is **"Please leave your message after the beep."**

■ **OGM2** - this informs callers to call later and does not give them the opportunity to leave a message. The default is, **"Please call later."**

The machine has enough memory to record about 20 minutes of messages (OGM/Caller's message/Memo), up to a maximum of 59 messages. When there is no further memory available to record, it will answer after 15 rings and the machine will announce, **"Memory full, please call later.."**

The display shows **MEMORY FULL** and it will be shown alternately with **MESSAGE** and **NEW**.

**NOTE:** You will need to delete some messages before that answering machine can be turned on again.

### To play the current OGM



Make sure the machine is switched on;

**Press the OGM button.**

⇒ The display shows **PLAY OGM**, and plays the current announcement.

### To record OGM 1

1



Make sure the answering machine is turned on.

**Note:** Each OGM must be at least 3 seconds and no more than 1 minute in length.

Press the EXIT/ON-OFF button briefly until you hear, **"Announcement 1."**

2



Press and hold the OGM button until you hear a 'beep.'

⇒ The display shows **OGM RECORDING** and the message counter starts to count.

3



Start recording your OGM1. Speak directly into the Base unit's Microphone from a distance of about 15 cms. (6 inches).





4





As soon as you have finished speaking, press the EXIT/ON-OFF button to stop recording.

⇒ The display shows **PLAY OGM**, and your recorded message will be played back for your approval.


## Answering Machine System continue...

- To record OGM 2**
- 1  After setting the OGM1, briefly press the EXIT/ON-OFF button again. You will hear, **"Announcement 2."**
  - 2  Press and hold the OGM button until you hear a 'beep.'  
⇒ The display shows **OGM RECORDING** and the message counter starts to count.  
 Start recording your OGM2. Speak directly into the Base unit's Microphone from a distance of about 15 cms. (6 inches).
  - 3  As soon as you have finished speaking, press the EXIT/ON-OFF button to stop recording.  
⇒ The display shows **PLAY OGM**, and your recorded message will be played back for your approval.

**NOTE:** The machine does not record messages with Announcement 2 selected; make sure Announcement 1 is selected if you want callers to leave messages.

- To turn the Answering machine ON or OFF**
- 1  Press and hold the EXIT/ON-OFF button to turn ON the answering system. ⇒ You will hear, **"Answering machine ON. Announcement one"** The display shows **ANSWER ON** and the MESSAGE light will light up.
  - 2  Press and hold the EXIT/ON-OFF button again to turn OFF the answering system.  
⇒ You will hear, **"Answering machine OFF."** The display shows **ANSWER OFF** and the MESSAGE light will turn off.

**Note:** Once turned OFF, you can still call the machine and it will answer after 15 rings.

- To switch between OGMs**
- 1  Press and release the EXIT/ON-OFF button to switch between OGM1 and OGM2.  
⇒ The machine does not record messages with OGM2 (Announcement 2) selected; make sure OGM1 is selected if you want callers to leave messages.

## Answering Machine System continue...

### To record a memo



You can record a memo directly into the machine.  
**The length of the memo message recording depends on the MESSAGE LENGTH setting, see page 9.**  
The memo message will be played back together with any messages from callers.

With the Handset on hook, press and hold the MEMO button until you hear a 'beep'.  
⇒ The display shows **MEMO RECORDING** and the message counter starts to count.

Start recording your memo. Speak directly into the Base unit's Microphone from a distance of about 15 cms. (6 inches).

As soon as you have finished speaking, press the EXIT/ON-OFF button to stop recording.  
⇒ Day and time are automatically stamped at the end of the message.

### To playback your message/s

If you have messages or memos, the display shows the total number of messages **MESSAGES** and the MESSAGE light flashes.

If you have new messages or memos, the display shows **NEW** and it will be shown alternately with the total messages.

### Playback and Pause



Press the PLAY/PAUSE button. The machine will play all new messages/memos.  
⇒ While a message is being played, the display shows the Caller Display information (if subscribed) or **PLAY MESSAGE** for received messages; **PLAY MEMO** for recorded memos.










⇒ If there are no messages/memos present, you will hear, **"You have no messages."**

To pause a message playback, press the PLAY/PAUSE button again

Press the PLAY/PAUSE button again to restart message playback, otherwise it will restart automatically after a 30-second pause.






After playing all new messages, press the PLAY/PAUSE button again. The system will play all of its messages/memos.

## Answering Machine System continue...

Repeat/Rewind	 OGM	To repeat the current message from the beginning, press the <b>OGM/REWIND</b> button. To replay the previous message, press the <b>OGM/REWIND</b> button twice.
Skip/Fast Forward	 MEMO	To skip to the next message, press the <b>MEMO/SKIP</b> button.
Stop playback		To stop the message playback, press the <b>EXIT/ON-OFF</b> button.
Volume Control		Use the <b>SPEAKERPHONE</b> volume switch located on the right side of the Base unit to adjust the volume of the loudspeaker during playback.
To intercept a call	<div>1 </div> <div>2 </div> <div>3 </div>	<p>If you hear the answering machine recording a message, you can intercept the call and speak to the caller, EITHER by:</p> <p><b>Lifting the Handset, or Pressing the SPEAKERPHONE button on the Base unit, or lifting the Handset of any other phone connected to the same line.</b></p> <p>When you have intercepted the call, the machine will stop recording the caller's message. Any recording up to the intercept will be saved as a New Message.</p> <p>If you intercept a call within 3 seconds of its start, you may sometimes need to press the <b>EXIT/ON-OFF</b> button to stop recording.</p>
To delete incoming messages	<div>1 </div> <div>2 </div>	<p>To delete the current incoming message; <b>During message playback, press the DELETE button.</b></p> <p>⇒ The display prompts <b>DELETE?</b></p> <p><b>Press the DELETE button again to confirm.</b></p> <p>⇒ After the erasure is complete, the numeric order of the remaining messages will be rearranged.</p>





Binatone Help Line - 0845 345 9677 Calls are charged at Local Call rate.

## Answering Machine System continue...

- |                        |   |   |  |
|------------------------|---|---|--|
| To delete all messages | 1 |  | After playing back all of your messages, press and hold the DELETE button.<br>⇒ The display prompts <b>DELETE ALL?</b>   |
|                        | 2 |  | Press the DELETE button again to confirm, the display shows "DELETE . . ." and after a short delay, you will hear, " <b>All messages erased.</b> "<br>⇒ The machine will not delete any messages that you haven't yet listened to. |
|                        | 3 |   | The display automatically returns to standby mode.   |
- 
- |                               |   |   |  |
|-------------------------------|---|---|--|
| To go back to the default OGM | 1 |    | If you no longer want callers to hear the OGMs that you have recorded, you can delete them and revert to the pre-recorded defaults as follows:<br><b>Make sure the machine is switched on.</b><br>⇒ If necessary, press and release the <b>EXIT/ON-OFF</b> button to switch to the OGM you want to delete. |
|                               | 2 |   | Press the OGM/REWIND button to play the current announcement.  |
|                               | 3 |  | While the announcement is playing, press the DELETE button twice. The display automatically returns to standby mode.<br>⇒ Press the OGM/REWIND button to play the pre-recorded OGM for confirmation.   |

## 11. Remote operation

You can use the Answering System features of Spirit 710 when you are away from home. To protect your privacy, most of the features can be used only after you enter the three-digit **REMOTE ACCESS** Code. The base will display **REMOTE** while the Spirit 710 is being accessed remotely.

- |                                  |   |   |  |
|----------------------------------|---|---|--|
| To check your REMOTE ACCESS code | 1 |  | In standby mode, press the MENU button.  |
|                                  | 2 |  | Press the UP or DOWN button until the display shows <b>REMOTE ACCESS</b> .       |
|                                  | 3 |  | Press the MENU button to display your code setting. ⇒ The default code is '321.' |
|                                  | 4 |  | Press the EXIT button twice to return to standby mode.                           |

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### Remote operation continue...

To check your messages from a remote location	1	Using a tone dialling phone, dial your home phone number.
	2	Listen to or bypass the OGM (by pressing *).
	3	Enter your REMOTE ACCESS Code. A list of options will be heard.
	4	Press keypad "2" to playback your messages. ⇒ For other instructions, see the Remote Instruction code menu shown on the next page.

#### Notes:

- During remote operation, you must press a key within 10 seconds, otherwise the machine will cut off your call.
- During remote operation, the playback is paused automatically after about 2¾ minutes, and to continue the 2"key must be pressed within 10 seconds, or the machine will cut you off.

#### Using the remote instruction code

The following is the Remote Instruction Code Help Menu:

To bypass the Outgoing Message, press "\*\*\*"

To play new messages, press "2"

⇒ After playing back new messages, press "2" again to play all recorded messages.

⇒ To pause and restart during message playback, press "2", playback can be paused for up to 30 seconds, but after that the playback automatically restarts.



# **Binatone**

## **Spirit 710**

### **Remote operation**

- 1 Using a tone dialling phone, dial your home phone number.
- 2 When you hear your outgoing message, press **(\*)**.
- 3 Key in your remote PIN (security code).  
The default code is 321. For details on how to set a new code, see the User Guide.
- 4 Press **(2sec)** to play back your messages.
- 5 You can also use the keys shown on the back of this card.

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## Remote operation continue...

### Using the remote instruction code













To repeat message, press "1"  
 ⇒ To skip back to the previous message, press "1" twice  
 To skip message, press "3"  
 To play announcement, press "4"  
 To record greeting, press "5"  
 To stop function, press "6"  
 To delete message, press "7"  
 To set Answer OFF, press "8"  
 To set Answer ON, press "9"  
 ⇒ After setting to Answer ON, press "9" to switch between OGM1 and OGM2,  
 To delete all messages, press "0" twice quickly.  
 (There could be a delay while the delete is being done, before you hear a beep and the menu list again.)

### Switching ON from a remote location

To disconnect the call, press "#"  
 If the answering machine is switched off, it will answer your call after 15 rings allowing you to switch the machine ON from a remote location;

- 1 Using a tone dialing phone, dial your home phone number.
- 2 When you hear a 'beep', key in your REMOTE ACCESS code.
- 3 Press keypad "9" to switch ON.



Interrupt and bypass the outgoing message (OGM) 	Delete the message currently being played back  Voice prompt: "Message erased"
Pause and restart during message playback 	Delete all messages that have been played back  Voice prompt: "Message erased"
Skip forward to next message 	Play the outgoing message (OGM1 or OGM2) 
Repeat the current message 	Record a new outgoing message (OGM1 or OGM2) 
Skip back to the previous message 	Switch the machine on Switch between OGM1 and OGM2 
Stop playback or recording 	Switch the machine off Voice prompt: "Answering is off" 

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## 12. Operational notes

### Electrical safety

- **DON'T let the Base unit get wet.** Electrical equipment can cause serious injury if used while you are wet or standing in water.
- If the Base unit ever falls into **water**, **DON'T** retrieve it until you have unplugged the power lead from the mains and the telephone line plug from the telephone socket; then pull it out by the unplugged cables.
- **NEVER use your Spirit 710 outdoors during a thunderstorm** - unplug the Base unit from the telephone line and the mains socket when there are storms in your area. Damage caused by lightning is not covered by the guarantee.

### Locating the Base unit

The Base unit should be placed on a level surface, in a position where:

- the mains adapter plug will reach an easily accessible 230-V AC switch mains supply socket - **never try to lengthen the mains power cable**.
- the **telephone line cable** will reach your telephone line socket or extension socket.
- it is **not close to a sink, bath or shower**, or anywhere else where it might get wet.
- it is **not close to other electrical equipment** - fridges, washing machines, microwave ovens, TVs, fluorescent lights, etc.

### Cleaning and care

- Don't clean any part of your Spirit 710 with benzene, thinner or other solvent chemicals - this may cause permanent damage which is not covered by the Guarantee. When necessary, **clean it with a damp cloth**.
- Keep your Spirit 710 away from **hot, humid conditions** or **strong sunlight**, and don't let it get **wet**.
- Every effort has been made to ensure high standards of reliability for your Spirit 710. However, if something does go wrong, please **do not try to repair it yourself** - consult your supplier or the Binatone Help Line.

**Binatone Help Line - 0845 345 9677** *Calls are charged at Local Call rate.*

## 13. Troubleshooting

**!** The Spirit 710 must be serviced by trained engineers. NEVER attempt any repairs or adjustments yourself - you could make the problem worse and invalidate the Guarantee.

**ALWAYS check first that:**

- you have followed the steps listed in Section 2 to install and set up your Spirit 710.
- all connectors are firmly inserted in their sockets.
- mains power is switched on at the socket.

### Everyday use

**"I cannot make or answer calls."** Make sure you're using the **telephone line cable** that was supplied with your Spirit 710. Other telephone line cables might not work.

Switch off power at the mains socket, wait for a few seconds and then switch back on. This may solve the problem.

**"The phone does not ring"** Make sure you're using the **telephone line cable** that was supplied with your Spirit 710. Other telephone line cables might not work.

Set the ringer volume to **High**, using the switch at the back of the unit.

Check that the **total REN value** of all equipment connected to your telephone line is not more than 4. Disconnect one or more telephones.

**"The phone does not dial"** Make sure you're using the **telephone line cable** that was supplied with your Spirit 710. Other telephone line cables might not work.

**"The Caller Display feature isn't working."** You need to **subscribe** to Caller Display service from your local telephone company. Contact the local telephone company for details on how to subscribe.

The caller may have **withheld** their number by dialing 141. Or they may be calling from a network that does not transmit the Caller Display (for example, it may be an international call).

### ***Troubleshooting continue...***

Be sure to wait until the second ring before answering.

#### **Answering Machine**

**"The machine won't record any messages"**

The machine's memory may be full. You need to delete enough recorded messages to free at least one minute recording time. Or you can delete all recorded messages to make room for new ones

Make sure the machine is switched on - the **MESSAGE light** should be on.

Make sure you have not selected **OGM2** - with OGM2 selected, callers cannot leave messages (see page 20).

**"Remote operation doesn't work."**

Make sure you are using the correct **remote security code**

Check that you are using a suitable tone-dialling phone. Some cordless or mobile phones do not generate continuous tones and so are not ideal for remote operation.

Don't leave more than 10 seconds between key presses; otherwise, your call will be cut off.

#### **Using your Spirit 710 on a PBX**

**"Last Number Redialand/or memory dialing don't work on a PBX."**

When you first make a call, try pressing the **REDIAL/PAUSE** button for a **pause** between the outside line access digit (e.g. 9) and the telephone number. You should later be able to redial the number.

When storing numbers in memory, you can include the **outside line access digit** (e.g. 9) with each number.

If your PBX requires you to wait for a second Dial tone before dialing the telephone number, press the **REDIAL/PAUSE** button for a pause between the access digit and the number.

### ***Troubleshooting continue...***

---

#### **If the fault persists ...**

---

Disconnect all other instruments connected to the same line as the Spirit 710 and see whether you can make a call.

- **Disconnect the Base unit** from the telephone line and plug a different phone into the master telephone socket. Try making a call. If this works, the line is OK.
- If the call does not work, and you are using a **two-way socket adapter**, remove it and plug a telephone directly into the socket. If the call now works, the adapter may be faulty.

If you cannot make a call, the fault may be on the **exchange line**. Contact the service provider (the BT engineers on 151, or your cable company).

If you still cannot identify the cause of the problem, contact the **Binatone Help Line** on **0845 345 9677**. Calls are charged at Local Call rate.

## 14. Guarantee and Service

This product is guaranteed against manufacturing defects for a period of 1 Year.

This does not cover the product where the fault is due to misuse, abuse, use in contravention of the instructions, or where the product has been the subject of unauthorised modifications or alterations, or has been the subject of commercial use.

In the event of a problem with the product within the guarantee period please return it to your nearest Argos store.

If the item is shown to have had an inherent defect present at the time of sale, the store will provide you with a replacement.


Your statutory rights remain unaffected.

Guarantor; Argos Ltd  
489 - 499 Avebury Boulevard  
Central Milton Keynes  
MK9 2NW

## 15. Technical details

**Standard** Corded Telephone with Caller Display and Answering Machine

**Temperature range** Operating 0 °C to 40 °C ;Storage -20 °C to 60 °C

**Electrical power** Base unit - input 230 V AC, 50 Hz;  
output DC 6 V, 350 mA; 2.1 VA; polarity 

### Declaration of conformity

The Binatone Spirit 710 complies with the essential protective requirements and objectives of:

- EC Low Voltage Directive 73/23/EEC
- EC EMC Directive 89/336/EEC

and conforms to the following relevant harmonized standards:

- Safety: EN 60950
- Other: I-CTR37, CTR38, EN55-022, EN55024



Waste electrical products must not be disposed of with household waste. This equipment should be taken to your local recycling centre for safe treatment.

*Binatone operates a policy of continuous product improvement, and so reserves the right to make changes to the product and functions without notice.*

**Binatone Help Line - 0845 345 9677** Calls are charged at Local Call rate.

## Connection and conditions for use

You can connect your Spirit 710 to a direct exchange line (DEL) - a line connected to a local exchange, with its own phone number; to an extension socket connected to a DEL; or to an extension on an approved compatible PBX. Do not connect the Spirit 710 as an extension to a payphone.

The **ringer equivalence numbers (RENS)** of all instruments (phones, fax machines, etc.) connected to an exchange line **must not add up to more than 4** - otherwise, one or more of them may not ring and/or answer calls correctly. The Spirit 710 has a REN of 1, and most other telephones have a REN of 1 unless marked otherwise.

## Contents of this User Guide

1. Where to find it
2. Installation
3. Desk/Wall mount installation
4. Setting up the Spirit 710
5. Telephone operation
6. One - Touch Memory
7. Outgoing call record
8. Phonebook function
9. Caller Display operation
10. Answering Machine system
11. Remote operation
12. Operational notes
13. Troubleshooting
14. Product Guarantee
15. Technical details

### Pressing buttons on your phone

- When the instructions in this user guide tell you simply to 'press' a button, this means that you should **press the button briefly, then release it**.
- When the instructions tell you to 'press and hold' a button, this means you should **keep the button pressed** until the display changes and/or you hear a tone.

### If you need help ...

The Binatone Help Line is available from 9.00 am to 5.00 pm, Monday to Friday, on

**0845 345 9677**

Calls are charged at Local Call rate.